

Logical Block Diagram of Indirect Texture Processing

Fig. 6

Annotated Sheet Showing Changes

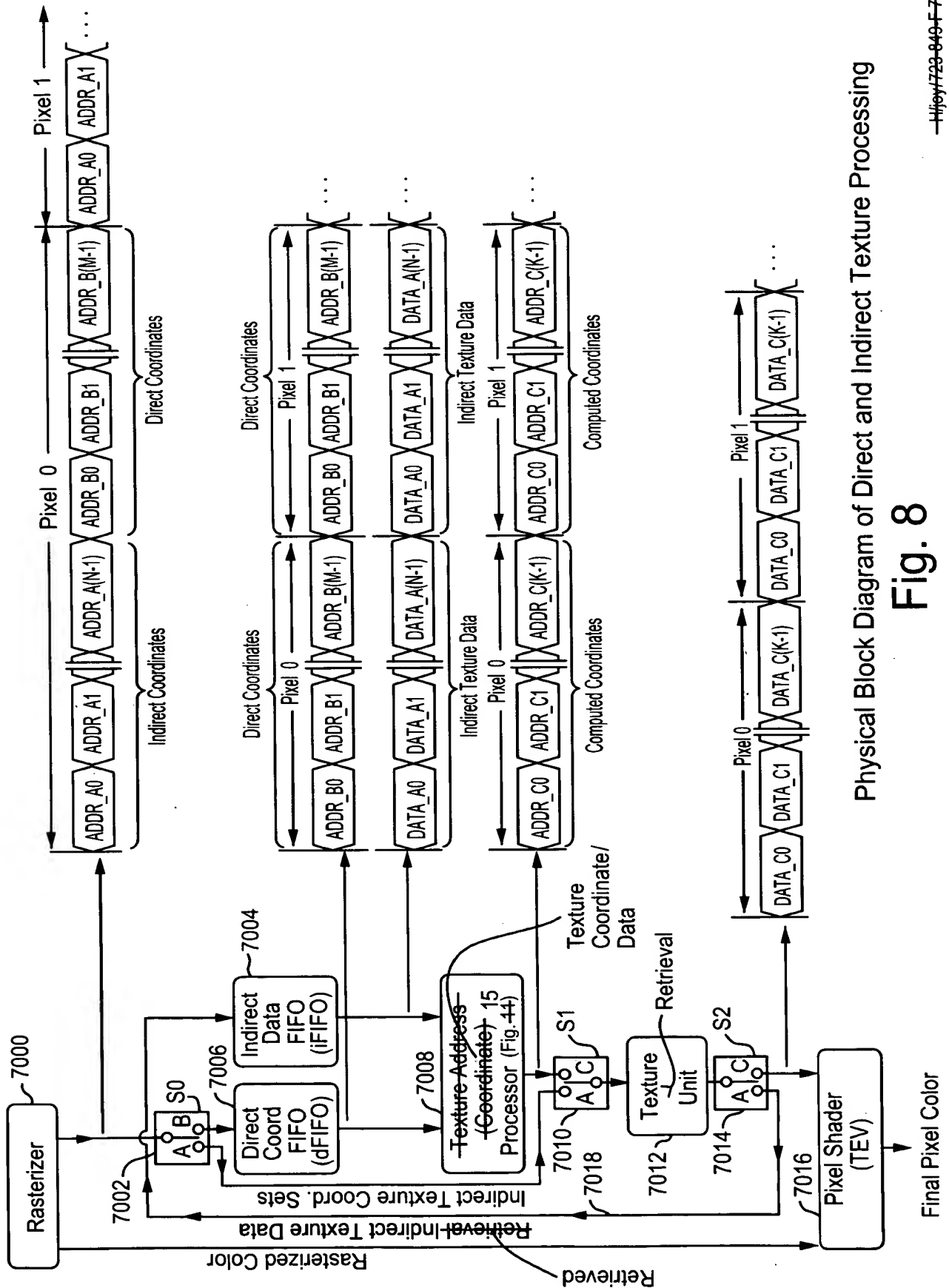


Fig. 8

Physical Block Diagram of Direct and Indirect Texture Processing

Final Pixel Color

Annotated Sheet Showing Changes

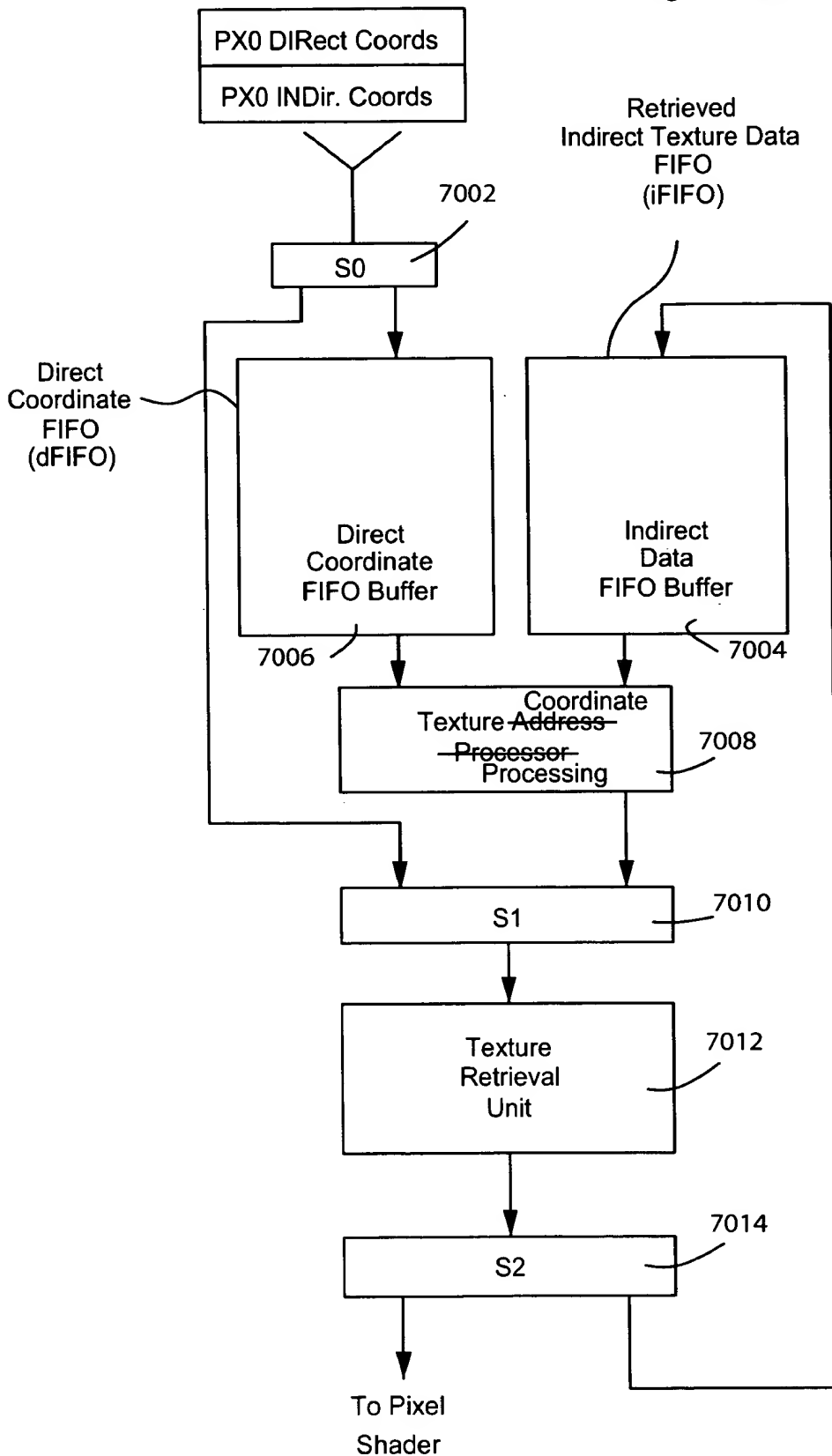


Fig. 10A

Annotated Sheet Showing Changes

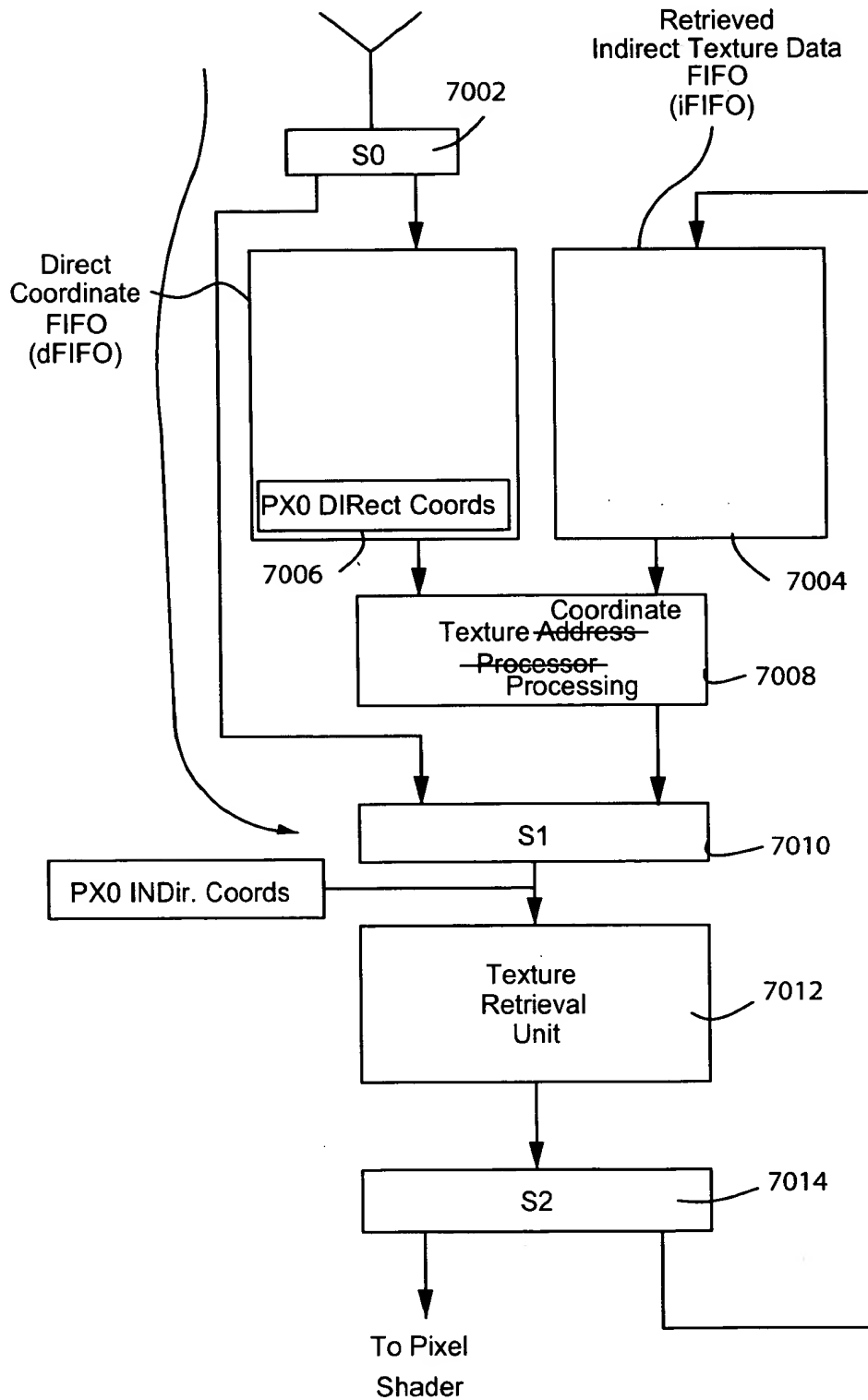


Fig. 10B

Annotated Sheet Showing Changes

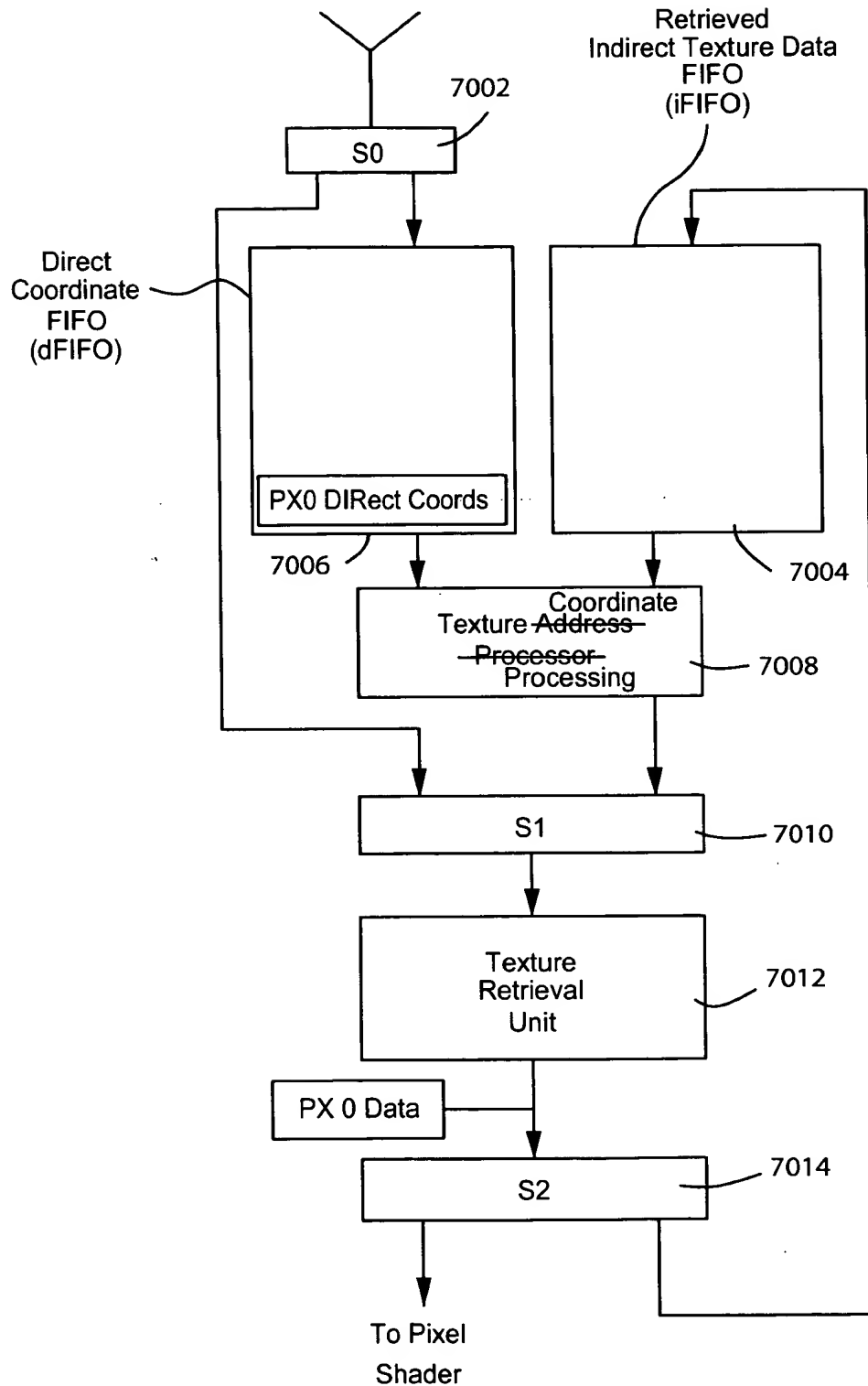


Fig. 10C

Annotated Sheet Showing Changes

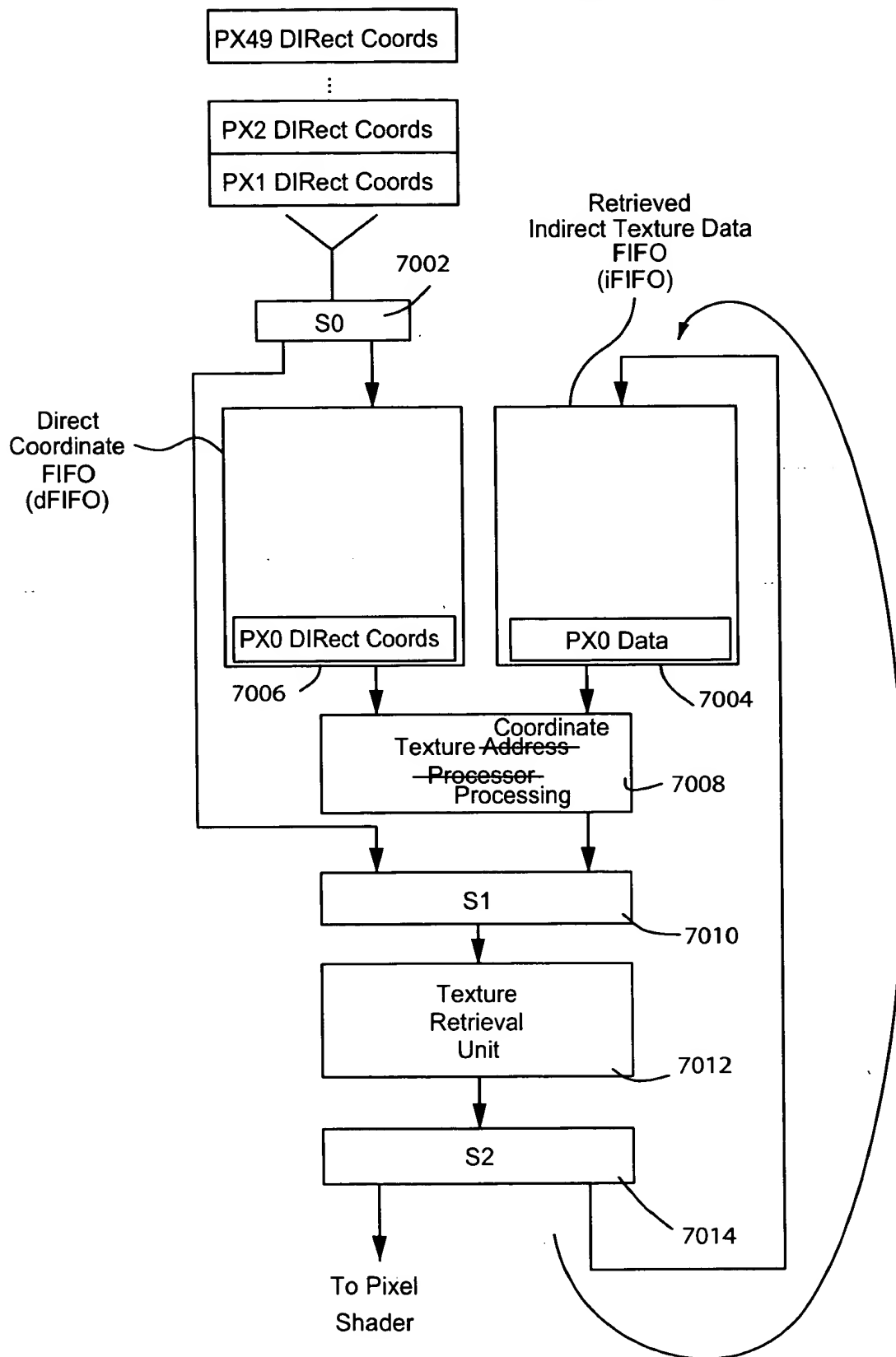


Fig. 10D

Annotated Sheet Showing Changes

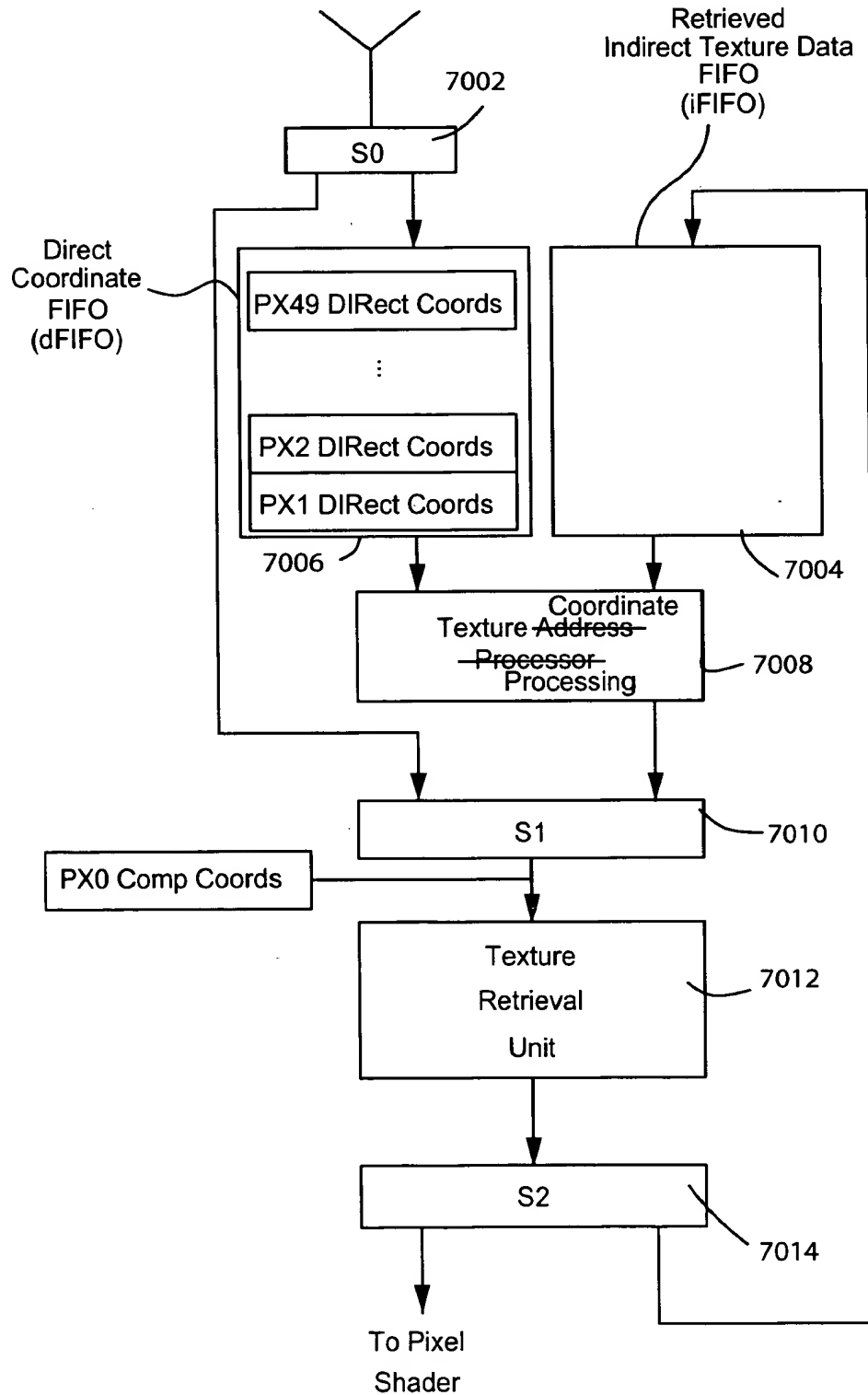


Fig. 10E

Annotated Sheet Showing Changes

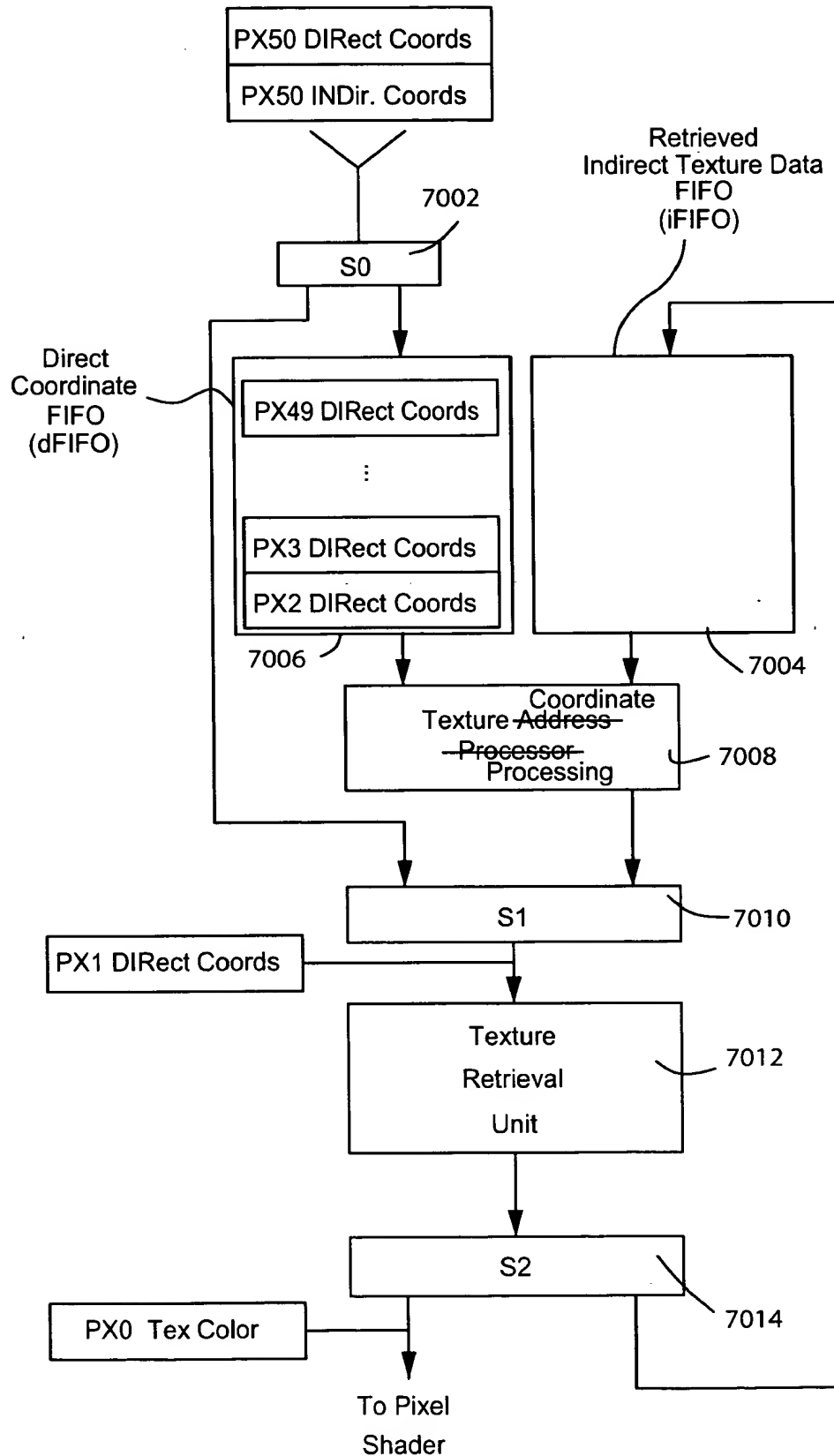


Fig. 10F

Annotated Sheet Showing Changes

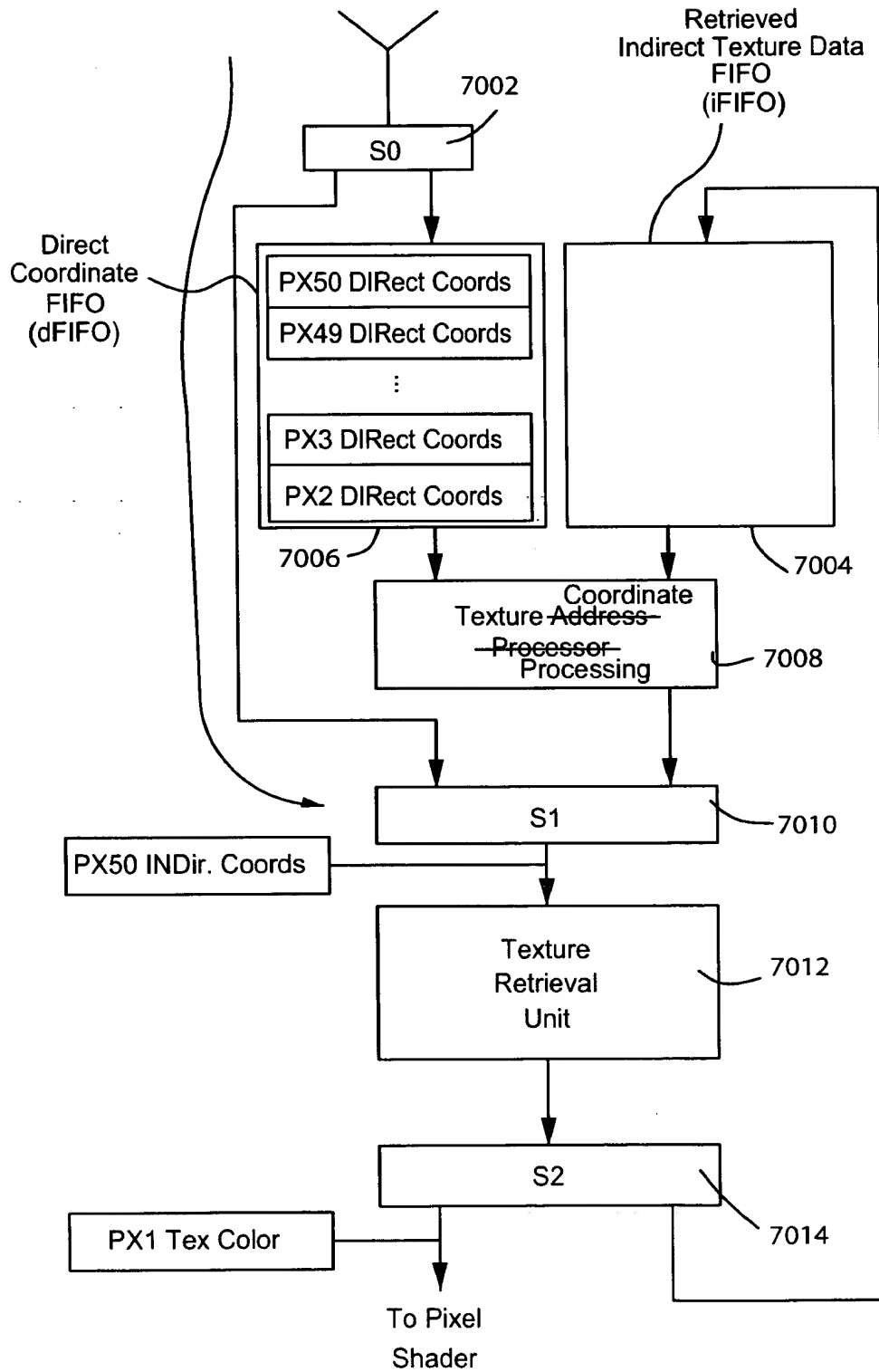


Fig. 10G

Annotated Sheet Showing Changes

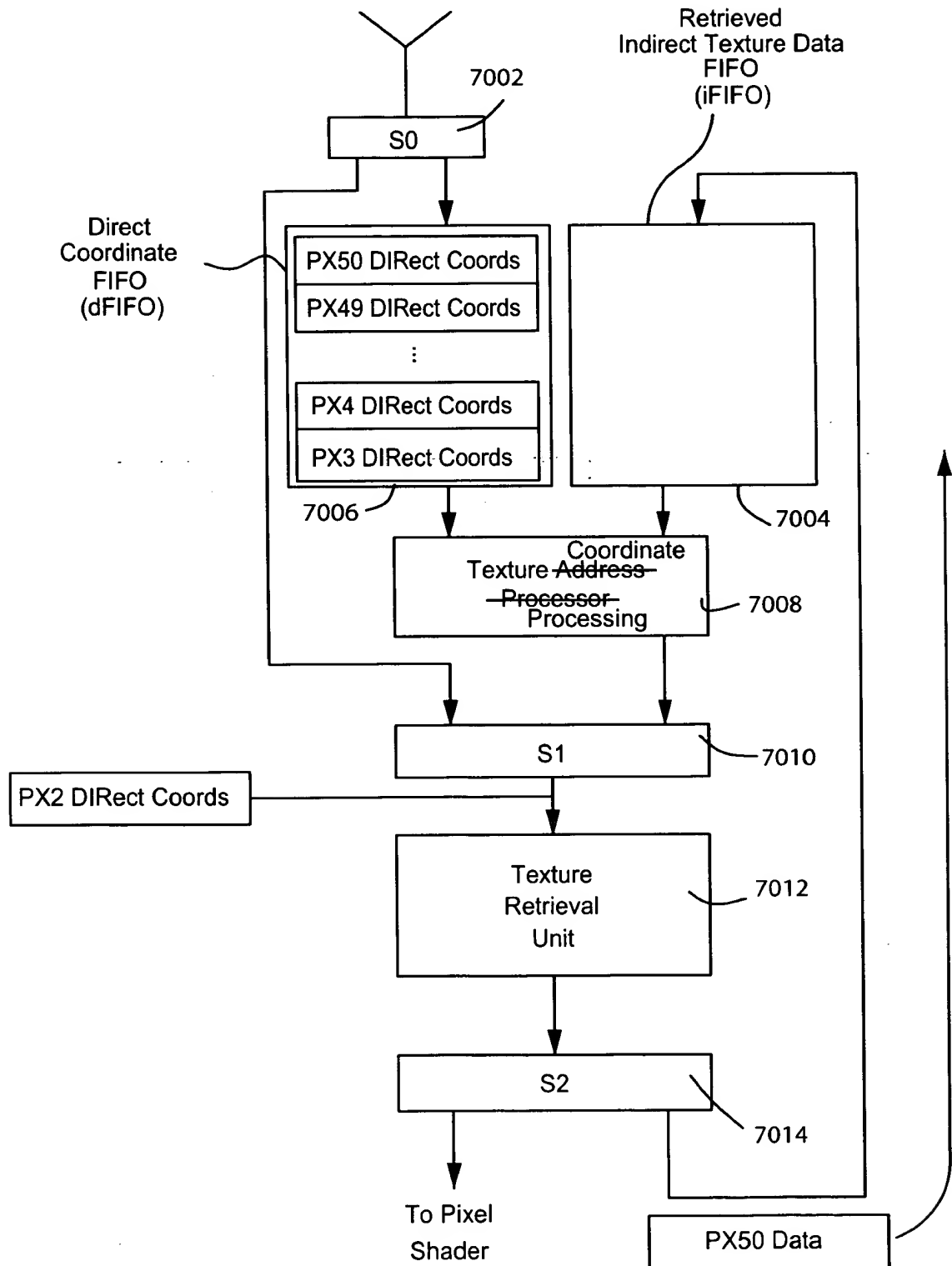


Fig. 10H

Annotated Sheet Showing Changes

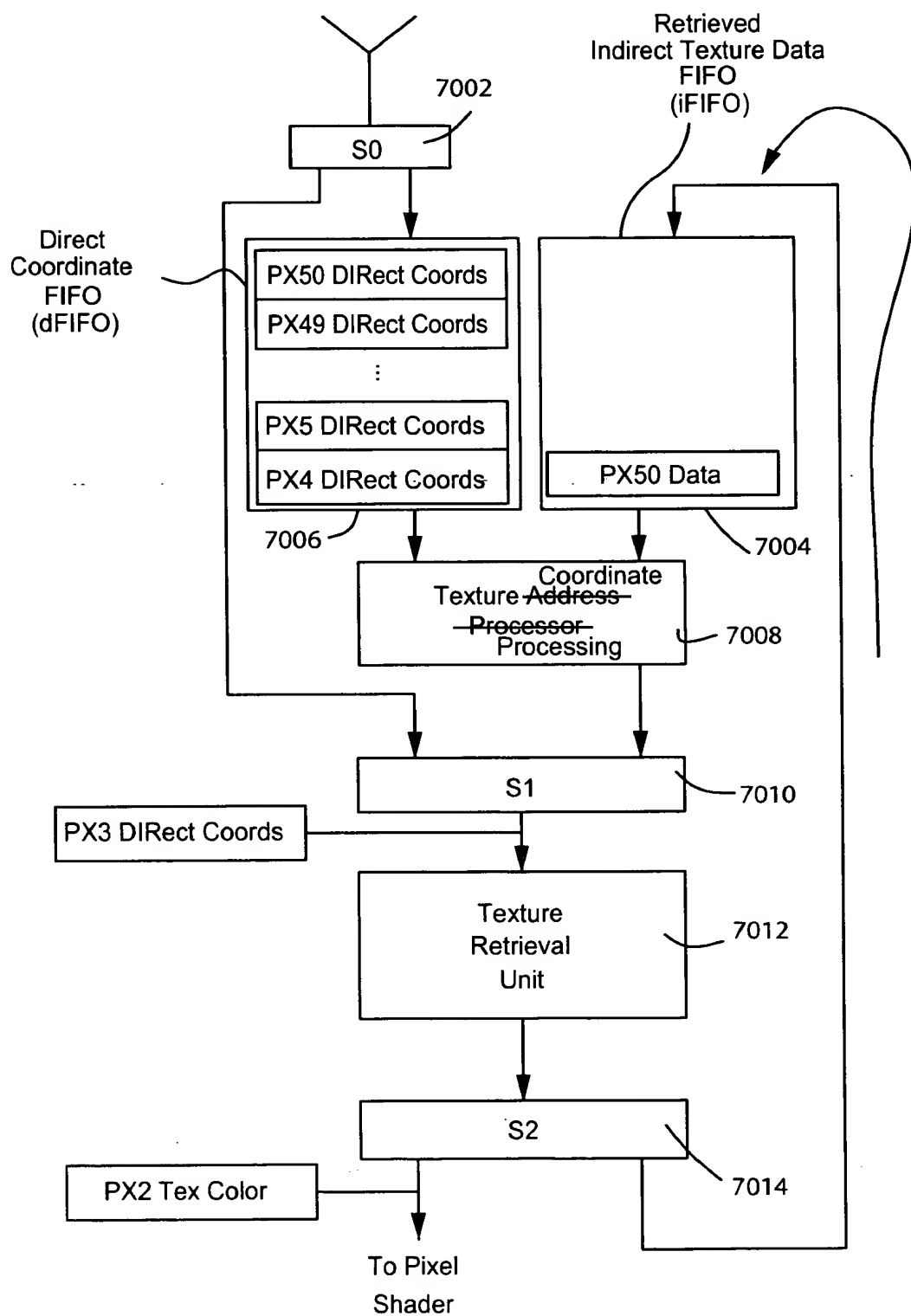


Fig. 10I

Annotated Sheet Showing Changes

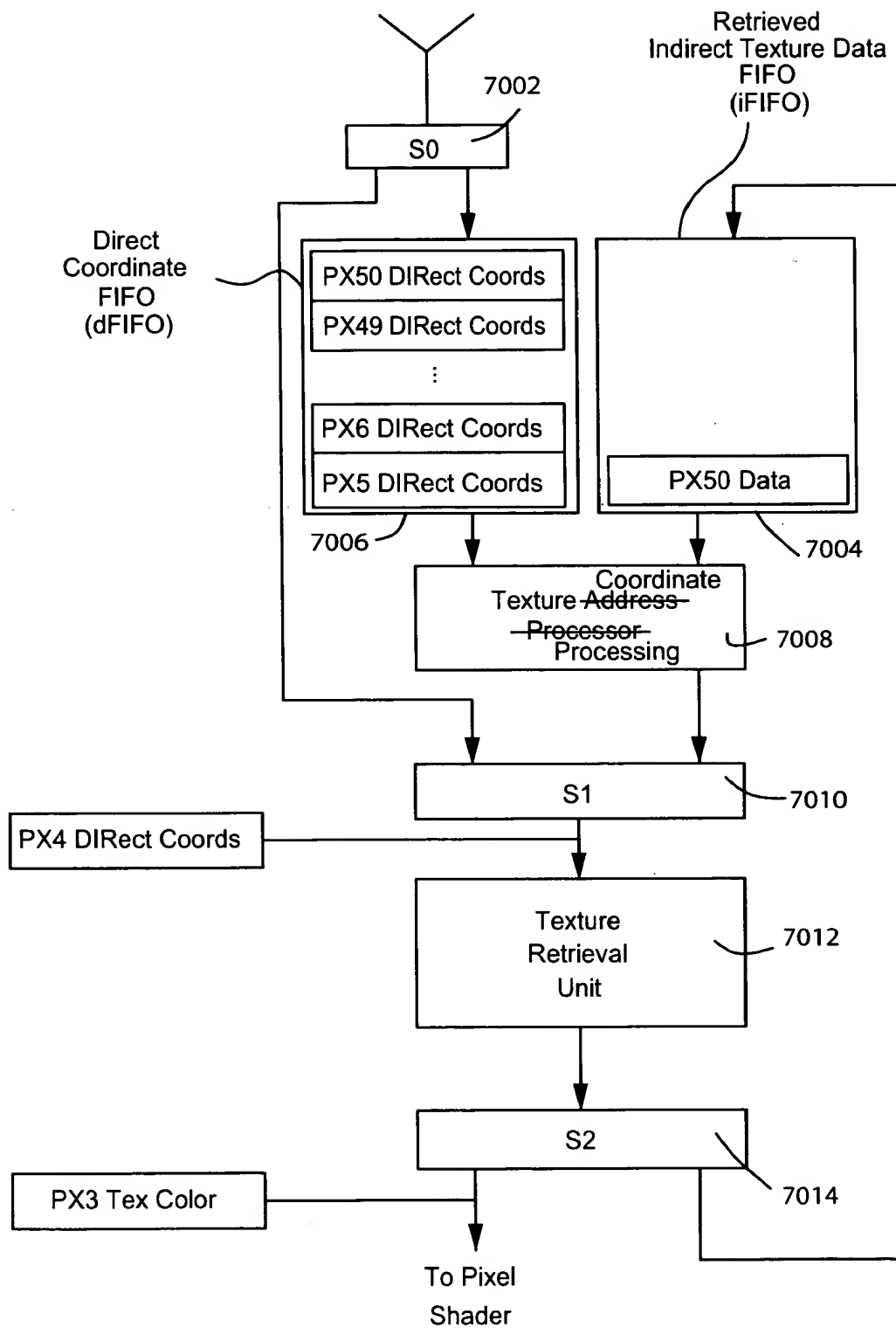


Fig. 10J

Annotated Sheet Showing Changes

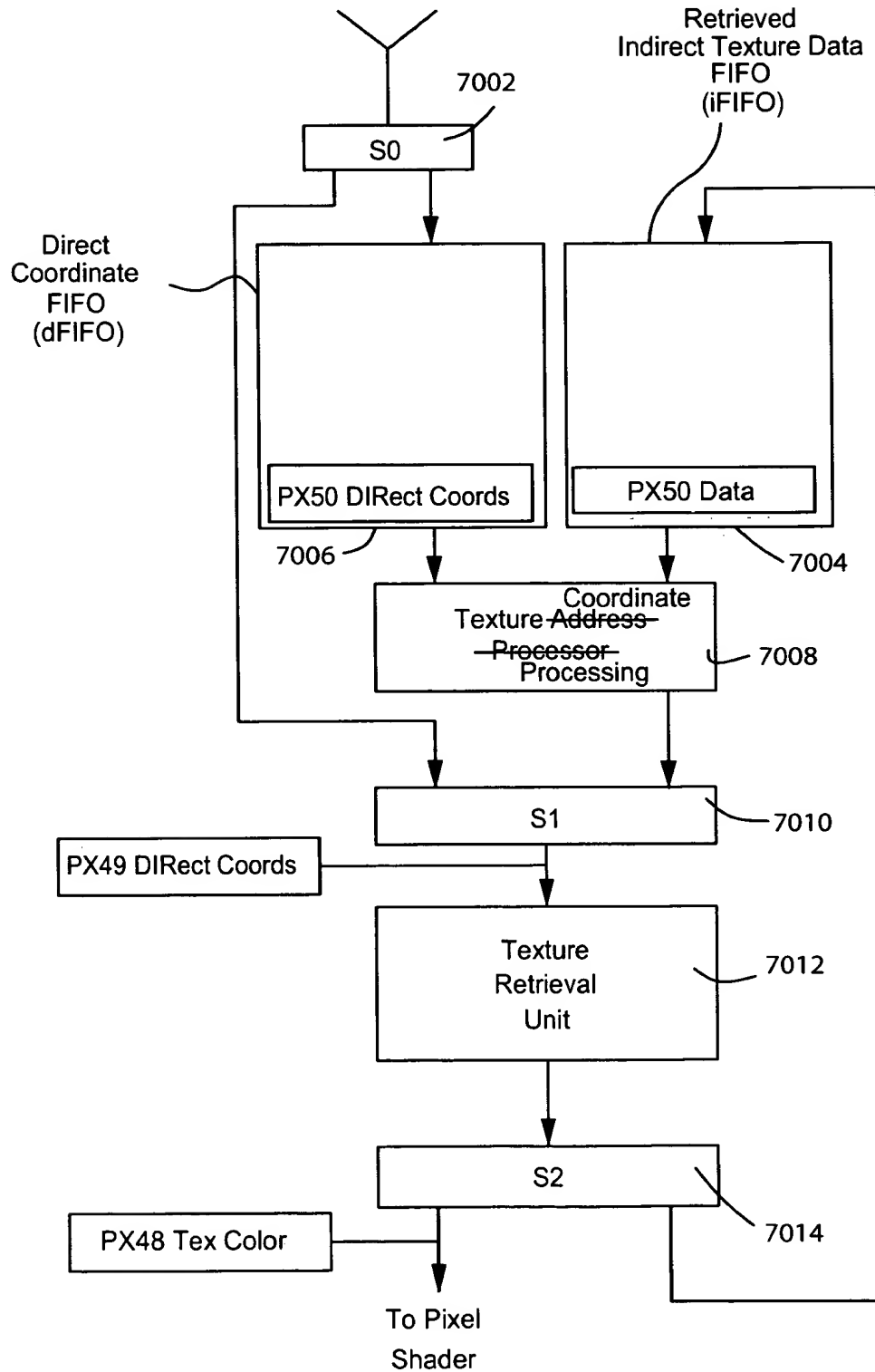


Fig. 10K

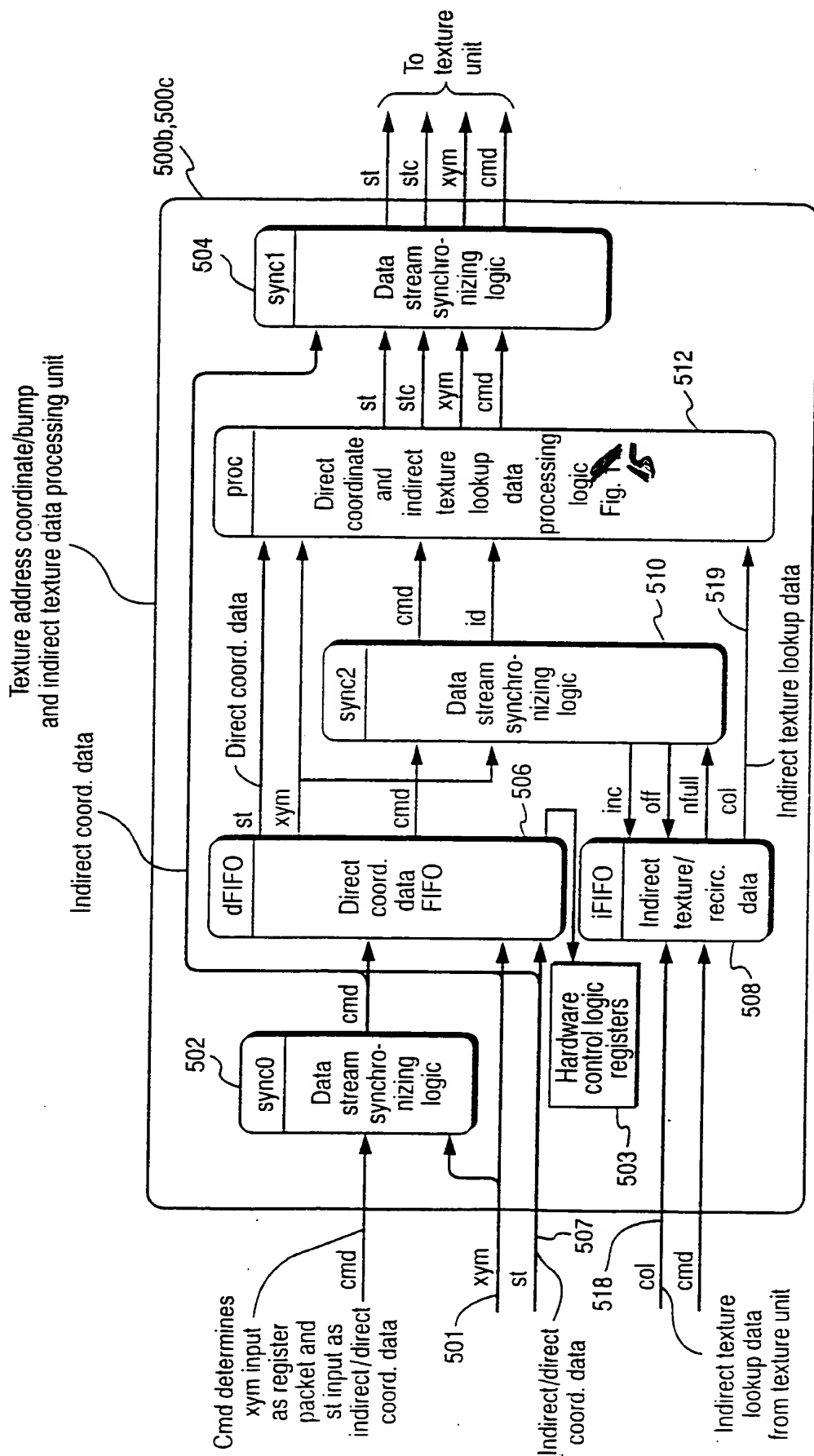


Fig. 14

EXAMPLE BUMP/TEXTURE  
 COORDINATE PROCESSING UNIT

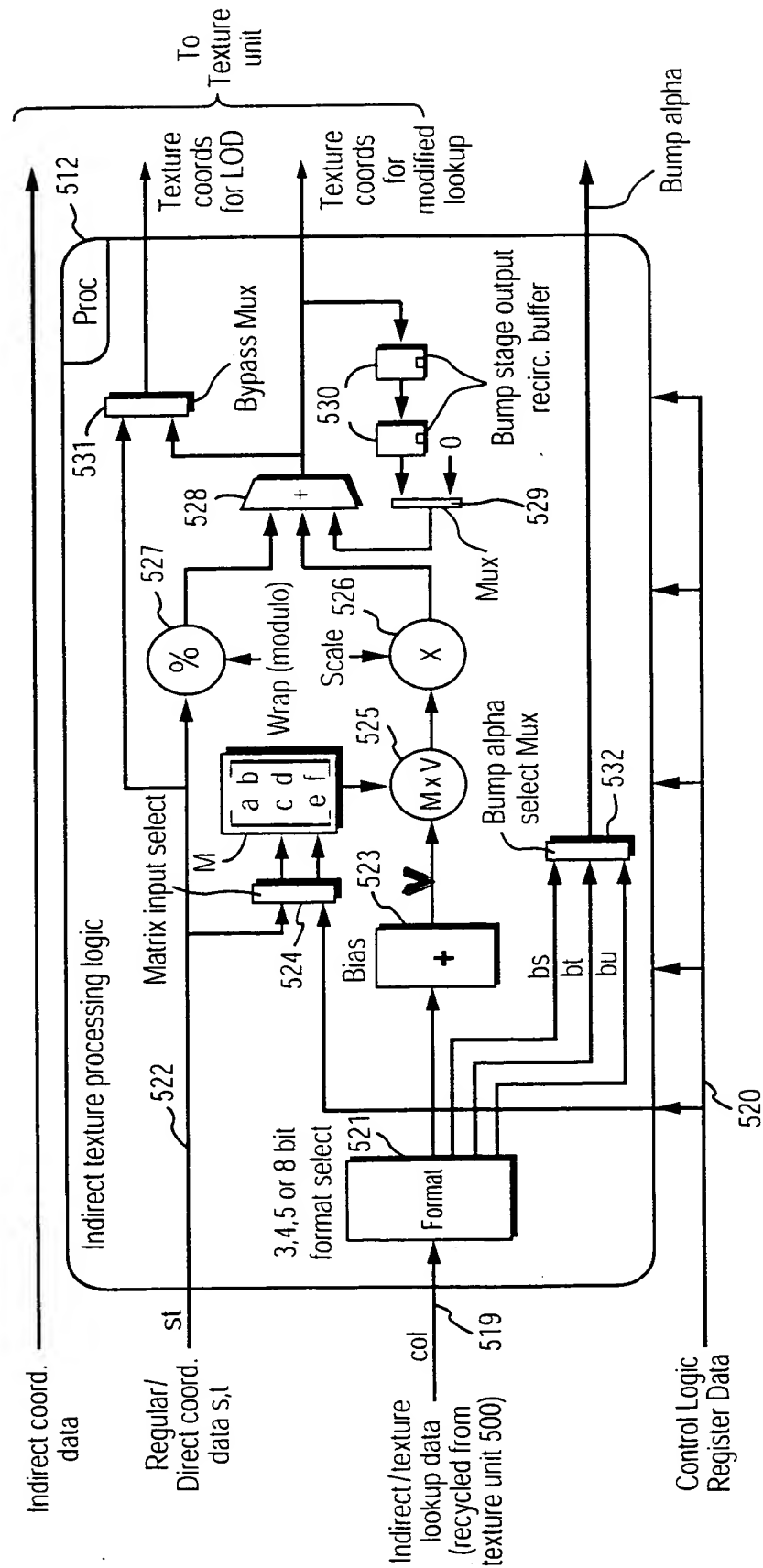


Fig. 15  
 EXAMPLE INDIRECT-TEXTURE  
 LOOKUP DATA PROCESSING LOGIC

$$\begin{pmatrix} s' \\ t' \end{pmatrix} = \begin{pmatrix} ma & mb \\ mc & md \\ me & mf \end{pmatrix} \cdot \begin{pmatrix} s \\ t \\ u \end{pmatrix}$$

$M$        $V$

Fig. 16A

EXAMPLE TEXTURE  
STATIC OFFSET MATRICES  
MATRIX

Matrix A

$$\begin{pmatrix} s/256 & t/256 \\ 0 & 0 \\ 0 & 0 \end{pmatrix}$$

Matrix B

$$\begin{pmatrix} 0 & 0 \\ s/256 & t/256 \\ 0 & 0 \end{pmatrix}$$

Fig. 16B

EXAMPLE TEXTURE  
DYNAMIC OFFSET MATRICES






$MTXA_i$	$s_i$ (1:0)	$mb_i$ (10:0)				$ma_i$ (10:0)										
$MTXB_i$	$s_i$ (3:2)	$md_i$ (10:0)				$mc_i$ (10:0)										
$MTXC_i$	$s_i$ (5:4)	$mf_i$ (10:0)				$me_i$ (10:0)										
$CMD_i$			$fb_i$		$tw_i$	$sw_i$	$m_i$			$bias_i$	$fmt_i$	$bt_i$				
	⋮															
	⋮															
	⋮															
									$imask$ (7:0)							
$GEN\ MODE$					$nbmp$				$ntev$				$ntex$			

Fig. 17

EXAMPLE CONTROL  
LOGIC REGISTERS